

INSIDE
MLB THE SHOW 16

PREVIEW
MIRROR'S EDGE CATALYST

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ISSUE
39

THE LEGENDARY SHOOTER RETURNS



PS4™



STAR WARS™ THE FORCE AWAKENS

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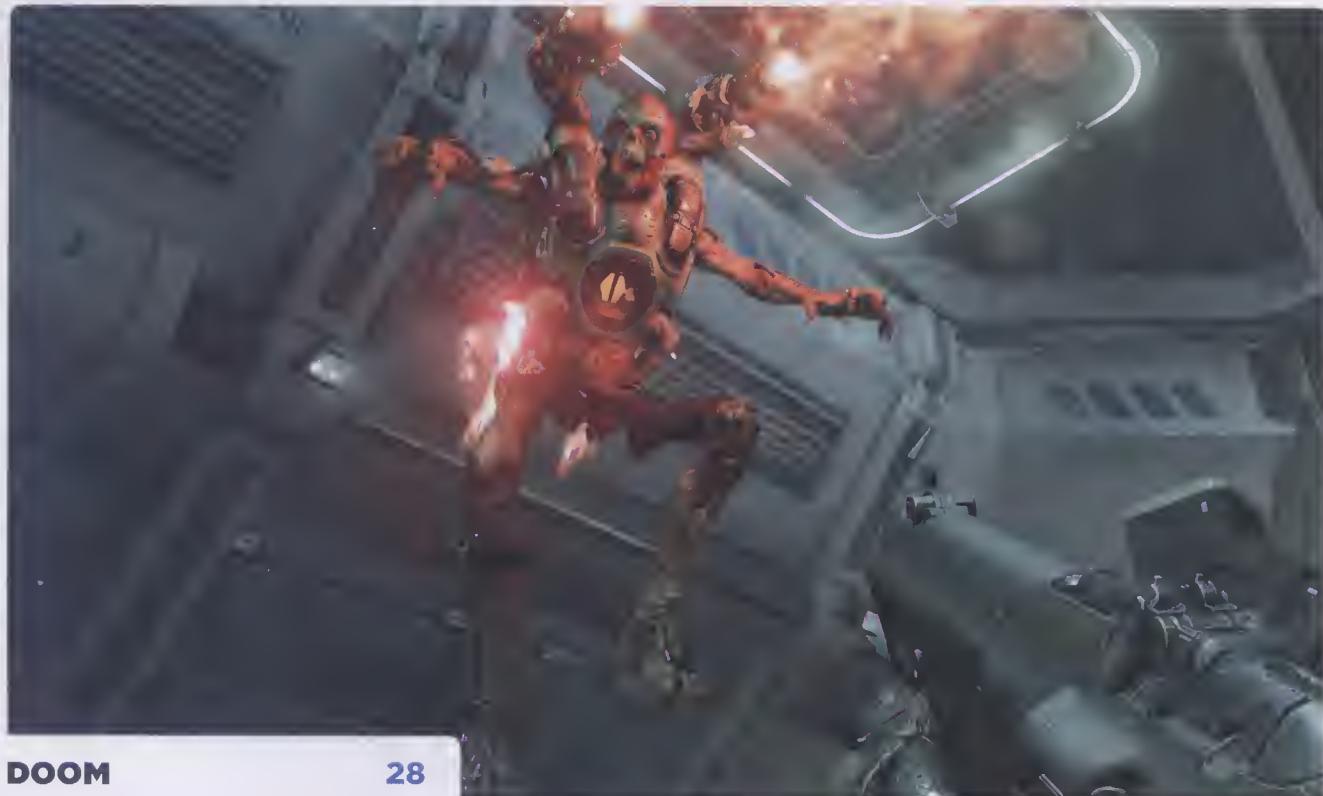


• Droid Character Pack content exclusive through 9/28/16
• Phantom Limb Level Pack playable 8/9/16, exclusive through 11/7/16
• Internet connection required.

STAR WARS
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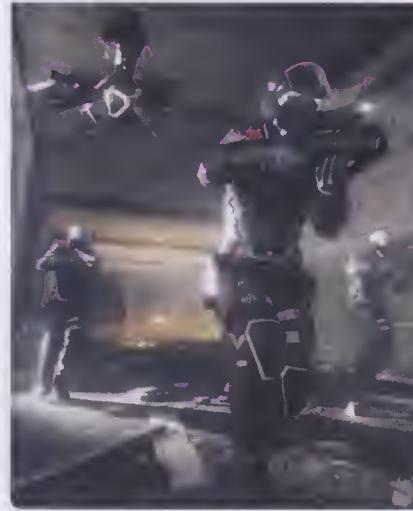
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In the new, open world of Glass, Faith Conner can seamlessly zipline, tunnel or parkour across the city to battle the Conglomerate.

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Explore the vastness of space from your sofa with the most expansive exploration game in history. Best of all, you decide how to play and what you want to accomplish in *No Man's Sky*.



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Nintendo

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WELCOME

FROM THE PUBLISHER



MATURE AUDIENCES ONLY

Both gamers and non-gamers have likely heard of *Doom*. The infamous first-person shooter made headlines for its extreme violence since the franchise's first iteration in 1993.

The game pioneered the 3D FPS genre, and introduced concepts such as multiplayer through networked computers.

Even though *Doom* focuses on killing demons and monsters (as opposed to human characters), the novel idea of players hunting each other — combined with an extreme level of blood and gore — raised concerns from parents and lawmakers.

At the time, games were seen as something primarily created for and enjoyed by children. Today, we know differently. While children certainly make up a significant percentage of players, the majority of players are adults of both genders, the Entertainment Software Association reported in 2015.

Consequently, ratings have become incredibly important. The ESRB independently reviews games, assigns ratings to them and includes notes about what content prompted the rating that was given.

The new *Doom* game is rated M for "blood and gore, [and] violence," recommended for those 17 and older. Knowing for what ages a game is appropriate — and why — gives you,

a consumer and/or a parent, the opportunity to make responsible decisions as to what game is right for your family.

Walmart GameCenter magazine is dedicated to covering the full range of video games, which is why you will see diverse offerings from *LEGO Star Wars* to *Doom*, games that couldn't be more different, on our pages.

An important part of this coverage is the acknowledgement that not all games should be played by all gamers. *Doom* is rated M for a reason, and we recommend it only for mature gamers who will not be disturbed by its blood, gore and horror.

That said, we couldn't be more excited to see where this latest installment takes the series. Although it's been in development since 2008, this version must compete with newer shooter franchises such as *Call of Duty*, *Halo* and *Destiny*. From what we've seen, it just might.

We hope you enjoy the *Doom* preview, and we thank you for checking out the free print and digital editions of Walmart GameCenter magazine. With all the latest news, previews and reviews, we always aim to keep you at the center of everything gaming.

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PUBLISHER



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XBOX ONE

PS4

PC | DVD

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ENTERTAINMENT

GAME ON

GAMING NEWS, NUMBERS, & GOSSIP

BY GAMECENTER STAFF

NEW POKÉMON, KIRBY, AND PAPER MARIO GAMES ARRIVING IN 2016

In the latest Nintendo Direct, Nintendo revealed a new batch of first-party games making their way to the 3DS and Wii U this year.

Most prominent was the announcement of *Pokémon Sun* and *Pokémon Moon*, the first entries in the seventh generation of *Pokémon* games. Though there's not much information on the games, a new generation promises players a new region and plenty of new *pokémon* to catch. Surprisingly, *Pokémon Sun* and *Moon* are compatible with the recently re-released 3DS versions of *Pokémon Red, Blue* and *Yellow*. This means that the original, first-generation *pokémon* — complete with stats that have changed and movesets that are impossible to obtain in more recent games — will be playable again in the seventh generation. *Pokémon Sun* and *Pokémon Moon* are scheduled for a holiday release.

Kirby: Planet Robobot is also headed to the 3DS. When ruthless robot invaders mechanize Dreamland, it's up to Kirby to save the day. Naturally, with Kirby's copy abilities, the Robobot's tech is quickly turned against them. Kirby can switch between different Robot modes to smash through walls or propel through the air. A separate game mode, Team Kirby Clash,



lets multiple players band together to take on bosses. For the first time, players can earn experience points to level up individual skills, creating refined combat roles within the team. *Kirby: Planet Robobot* releases on June 10.

Meanwhile, *Paper Mario: Color Splash* is headed to the Wii U, introducing a new element — paint — to the adorable paper-cutout and cardboard world of *Paper Mario*. When color begins to drain out of Prism

Island, it's up to Mario to pick up the Paint Hammer and restore color to the world. Smash the hammer into downed paper Toads and bleached-white scenery to restore the world's vibrancy, but keep an eye on Mario's paint meters; he needs that same paint for battles. Combine special painted cards with timing-based attacks to pull off some spectacular moves. *Paper Mario: Color Splash* is scheduled to be released this year.

BY THE NUMBERS

60 FPS Confirmed framerate for the PC version of *Dark Souls III*

13 The minimum age of players who should use Playstation VR, Sony says

2020 The year Universal Studios Japan plans to open its Nintendo-themed attractions

200 Million *Pokémon* main series games sold since it started 20 years ago

252 Game of the Year awards *The Witcher 3: Wild Hunt* has won, as of March 21



PS4

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Fantasy Violence

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INSOMNIAC
GAMES

UBISOFT SNATCHES ANOTHER TOP SPOT WITH LAUNCH OF TOM CLANCY'S THE DIVISION

Tom Clancy's The Division is now Ubisoft's largest game release ever, posting record-breaking sales in the first 24 hours. Ubisoft's post-pandemic MMO gamble has paid off, with players rushing to stop the dollar virus from infecting what's left of New York City.



"The launch of *The Division* is a tremendous achievement for Ubisoft, and demonstrates our unrivaled capacity to create fantastic new game brands and transform them into entertainment blockbusters," said CEO and co-founder of Ubisoft Yves Guillemot.

Ubisoft added that *The Division* also broke company sales records for a full digital game on Xbox One, PlayStation 4 and PC. *The Division*'s dominance also gives Ubisoft three of the four top spots for most successful launches for a new game franchise, according to internal estimates from a group that tracks the data. The other three on the list are *Destiny*, *Watch Dogs* and *Assassin's Creed*.

Ubisoft's juggernaut didn't stop there, grossing \$330 million in its first five days, claiming another record for most successful new gaming IP in its debut week.

MINECRAFT MOVIE DETAILS Emerge FROM RECENT INTERVIEW

Minecraft, one of the best-selling video games of the last decade, announced a live-action film adaptation in 2014. Since then, though, details have been scarce. Roy Lee, the producer of *The Departed*, *How to Train Your Dragon* and *The LEGO Movie*, recently spoke to the movie website Collider about the project, which is scheduled to begin production later this year.

"The company, Mojang, is very involved in the development," Lee told Collider. "So they know everything is going to be in the movie that can give us insight into future updates so we can put things into the movie around the same time they relaunch newer versions of the game and at the same time, potentially taking ideas from the movie and putting them into the game."

The story will take place in a multiverse of sorts, where humans can enter the parallel *Minecraft* reality. Lee also explained that the movie adaptation will be aimed toward the same audiences who made *Jurassic World* a huge success at the box office.

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APRIL

DARK SOULS III
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UNCHARTED 4: A THIEF'S END
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ONE PIECE: BURNING BLOOD
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OLYMPIC GAMES
NINTENDO / WII U, 3DS

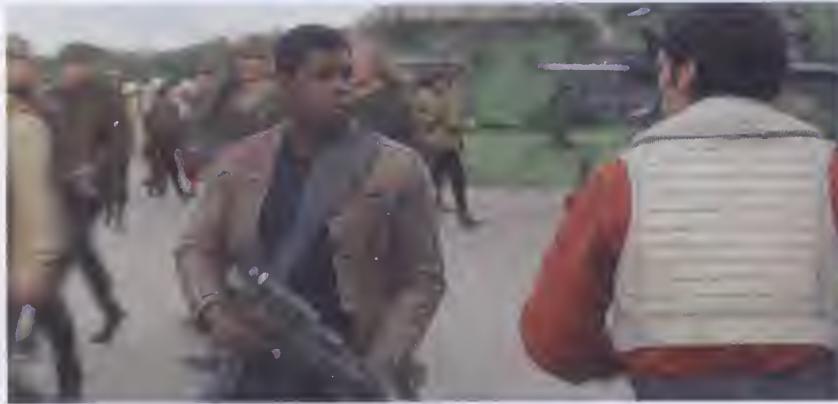
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LEGO STAR WARS: THE FORCE AWAKENS
WBIE / XBOX ONE, PS4, WII U, PC, XBOX 360,
PS3, 3DS, PS VITA

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GAMING GOSSIP

COMPILED BY QUARTERMANN



BATTLEFIELD 5 GOES BACK, BOYEGA BRINGS HEAT, BETHESDA THINKS BIG

Hello again, my Quartermaniacs! It is I, your ever-faithful finder of secrets and scuttlebutt, here to bring you a grab bag of gaming's finest gossip. Let me kick things off this issue with the hottest rumor around: *Battlefield 5* will be coming out this year! Wait, hold on — that's actually not a rumor. EA's Chief Financial Officer Blake Jorgensen recently confirmed that the next *Battlefield* release is coming in the company's third financial quarter, meaning it'll have to be on store shelves by Dec. 31 of this year. Well, it's a good thing the Q-mann always carries a back-up rumor with him for times such as these! What if I then told you that, in contrast to *Call of Duty*'s push into the future, the next *Battlefield* will instead be slipping back through time to focus on a World War? Now, I know you're expecting some Roman numerals at the end of that last sentence, but even my spies are mixed on if the game will reignite the love for WWII shooters or, even more daringly, could instead set its sights on The War to End All Wars. All I know is, this guy doesn't want police drama in his *Battlefields* — he wants battlefields — so an expected reveal at this year's E3 can't come soon enough ... Ah, but I'm not done with EA and DICE just yet, as this tale about *Battlefield*'s newest sibling, *Star Wars Battlefront*, is just too good not to share. Fans taking to the Internet and asking for a more robust single-player story mode to be added to the game is nothing new, but what if one of those fans was none other than the traitorous former Stormtrooper Finn himself? Indeed, *The Force*

Awakens star John Boyega recently asked EA directly for a "full-on offline story mode" for *Battlefront*. When EA inquired if he'd tried the missions, he said they were great, but that they leave you "wanting to engage within a narrative." While Boyega's gaming wish got no definitive answer in the end, he might have more of a chance to pester people to make it happen, as his request for clearance to invade EA's UK offices may indeed be authorized ... Last, but certainly not least, come the signs that something major is brewing over at Bethesda. First, the company is trying to fill a number of job openings with people who can help push the "bleeding-edge of RPG development." Second, the man with the plan at the studio, Todd Howard, recently revealed that his company has not one but three unannounced "big and crazy" games coming down the pipeline. Now, any sensible person would expect Bethesda to be working on some enormous RPG projects, but what if the Quartermeister then told you that one of them just might be *Fallout 5*? You see, one of the voice actors from *Fallout 4* recently took to social media to talk about his gaming work, and accidentally let it slip that "internally there is movement gearing up pre-production on FO5 ... (shhhhh)." While I always appreciate those who over-anxiously let such details slip, here's a word of advice from your Uncle Q: Adding "shhhh" when you post something won't actually keep your statement a secret. That's kind of like locking the door after you invite Dracula in ...

Walmart's TOP SELLERS

THIS MONTH'S TOP-SELLING VIDEO GAMES ...



- 01** TDM CLANCYS: THE DIVISION
UBISOFT
XBOX ONE, PS4, PC

- 02** FAR CRY PRIMAL
UBISOFT
XBOX ONE, PS4

- 03** CALL OF DUTY: BLACK OPS 3
ACTIVISION
XBOX ONE, PS4, XBOX 360, PS3, PC

- 04** GRAND THEFT AUTO V
ROCKSTAR GAMES
XBOX ONE, PS4, XBOX 360, PS3, PC

- 05** NBA 2K16
2K
XBOX ONE, PS4, XBOX 360, PS3

- 06** MADDEN NFL 16
EA SPORTS
XBOX ONE, PS4, XBOX 360, PS3

- 07** LEGO MARVEL'S AVENGERS
WARNER BROS. INTERACTIVE ENTERTAINMENT
XBOX ONE, PS4, XBOX 360, WII U, PS3

- 08** MORTAL KOMBAT XL
WARNER BROS. INTERACTIVE ENTERTAINMENT
XBOX ONE, PS4

- 09** FALLOUT 4
BETHESDA SOFTWORKS
XBOX ONE, PS4, PC

- 10** PLANTS VS ZOMBIES: GARDEN WARFARE 2
ELECTRONIC ARTS
XBOX ONE, PS4, PC



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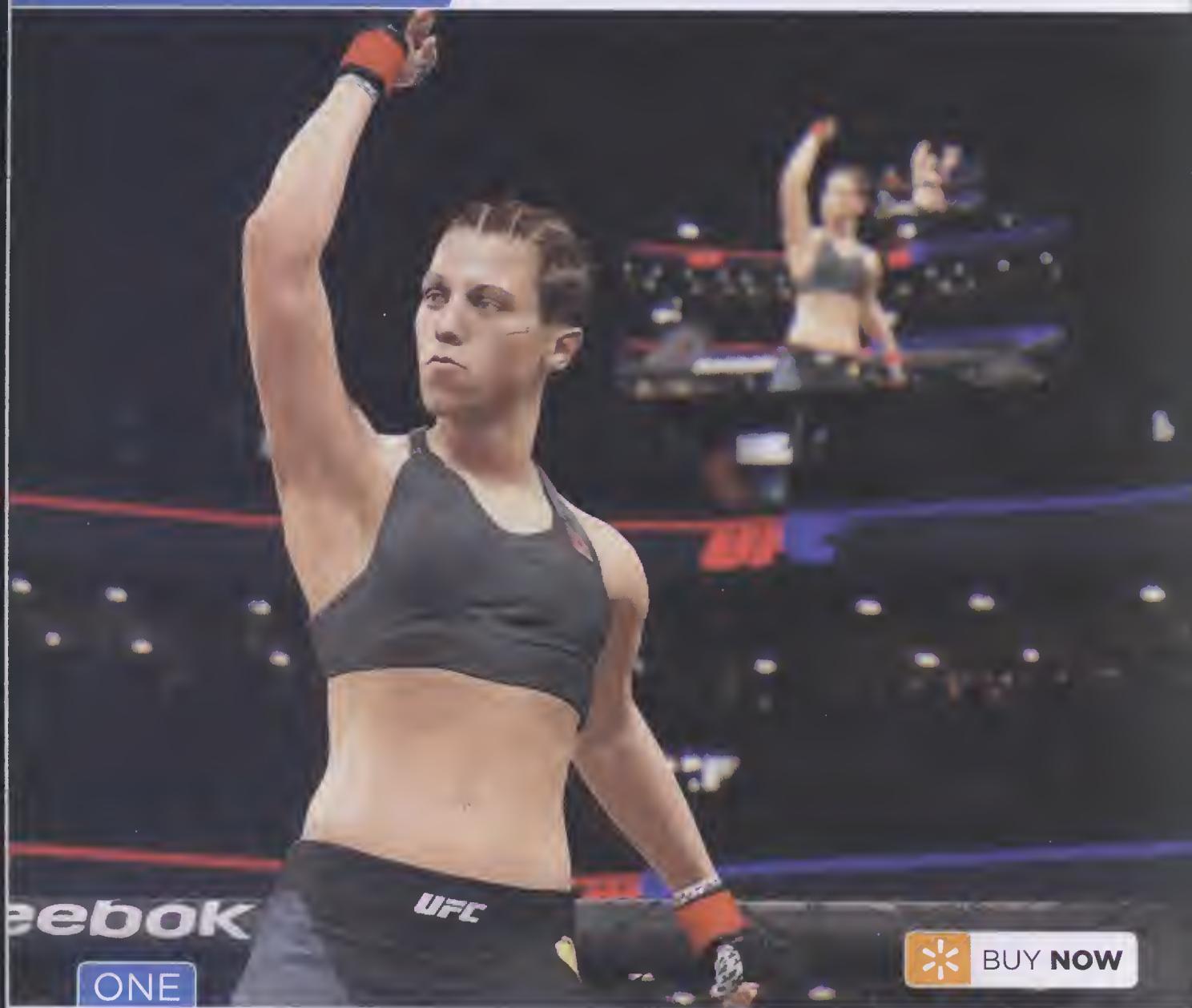
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EA SPORTS UFC 2

BRIAN HAYES, CREATIVE DIRECTOR, EA SPORTS UFC 2

"We've added so much to this new game. To start, there are five completely new game modes: UFC Ultimate Team, Live Events, Custom Events, Knockout Mode, and Practice Mode. We also improved the existing Career Mode, Create Fighter and Ranked Championships modes. The game features awesome new Knockout Physics and Dynamic Grappling systems — as well as a new Grapple Assist HUD feature — and has the largest roster of fighters in any UFC game. Of these, the one I think has the biggest impact on the game is the Knockout Physics, which are really about moving the fighter from their feet to floor in a believable, impactful, exciting way. Because so many people like to finish the fight with a knockout and because, no matter what mode you like to play — except grappling Skill Challenges, of course — a knockout can happen. It's a feature that impacts every area of the game."

FACT FILE

PUBLISHER ELECTRONIC ARTS

DEVELOPER EA CANADA

PLATFORMS XBOX ONE, PLAYSTATION 4

RELEASE DATE 03.15.2016



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TWO



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MLB THE SHOW 16

RAMONE RUSSELL, GAME DESIGNER/COMMUNITY MANAGER, SCE SAN DIEGO STUDIO

"Our development team took a look at every aspect of the game this year, and we're really excited with all of the upgrades we've been able to make for *MLB The Show 16*. We've added over a thousand new game play animations, a new Road to the Show feature called ShowTime, two new Diamond Dynasty modes called Battle Royale and Conquest, closed roofs, classic stadiums, and new equipment categories. Personally, I'm a huge fan of the new player animations and two new games modes — Battle Royale and Conquest — that we've added to the franchise, which means more variety and new ways to play America's pastime on PlayStation. We've also got Josh Donaldson of the Blue Jays on the cover. He's the reigning AL MVP, the 'Bringer of Rain,' and one of the most exciting players to watch in the game. All of these additions will keep players satiated for hours and hours."

FACT FILE

PUBLISHER SCEA

DEVELOPER SCE SAN DIEGO STUDIO

PLATFORMS PS 4, PS 3

RELEASE DATE 03.29.2016

NINTENDO 3DS.

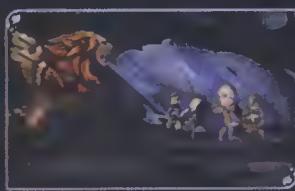


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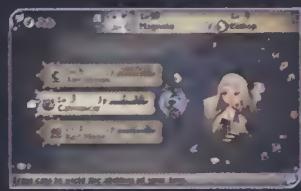
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Nintendo

**THREE**

DARK SOULS III

DAVID LEE, COMMUNITY SPECIALIST, BANDAI NAMCO ENTERTAINMENT

"Like the anime and manga, this game follows the Fourth Great Ninja War all the way to the climactic final battle between Naruto and Sasuke that closes out the *Naruto Shippuden* storyline. We even got series creator Masashi Kishimoto to design two special Awakening forms of the characters Itachi and Shisui Uchiha. As for the gameplay, one of the biggest changes is the Leader Change System. In previous games, you could pick up to three characters to be on your team in battle: a main fighter and two assist characters. In the middle of a match you could summon your two assist characters to jump in and perform one of their special attacks. But in this new game, you can now switch between all three characters mid-match to be your main fighter. This opens up all new strategies for players never before seen in past games."

**BUY NOW****FACT FILE**

PUBLISHER BANDAI NAMCO

DEVELOPER FROM SOFTWARE

PLATFORMS XBOX ONE, PLAYSTATION 4, PC

RELEASE DATE 04.12.2016



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Bethesda

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FOUR



BUY NOW

RATCHET & CLANK

CHAD DEZERN, GAME DIRECTOR, INSOMNIAC GAMES

"While this is a new version of the first *Ratchet & Clank*, it's more than a remaster of the original. There's a lot of new game to experience, even for diehard fans, and virtually everything is new and improved. We added over an hour of new cinematics, including many scenes from the feature film. We refined the controls, and not only added strafing and converted aiming to a more modern convention, but we also tightened up the responsiveness. We added three new planets, and expanded many of the existing planets. We created a new arsenal, with a mix of original and brand new weapons, and a deeper progression scheme. We created new Clank gameplay mechanics and segments. We reworked every enemy setup and boss encounter in the game. Last but not least, we dramatically reworked the visuals and audio to take advantage of the rendering power of the PlayStation 4."

FACT FILE

PUBLISHER SCEA
DEVELOPER INSOMNIAC GAMES
PLATFORM PLAYSTATION 4
RELEASE DATE 04.12.2016



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New Packs Available.



LEVEL PACK

MIDWAY ARCADE LEVEL PACK

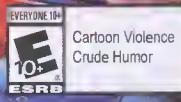


FUN PACKS



FUN PACK

Add more
levels and abilities
with new
Level, Team and
Fun Packs



PS4

PS3

XBOX ONE

XBOX 360

Wii U

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**FIVE**

STAR FOX ZERO

JC RODRIGO, NINTENDO TREEHOUSE

"Star Fox Zero is a fast-paced flying and shooting game from Nintendo's Shigeru Miyamoto and the visionaries at PlatinumGames. In the first true sequel to the core game since Nintendo 64's *Star Fox 64*, players will swoop through waterfalls, underground caverns and more as they blast their way through an armada of foes in galactic dogfights. Players will pilot a variety of vehicles using the Wii U's GamePad, where flight controls are independent from aiming, helping players use motion-control targeting for pinpoint accuracy. But despite the name, *Star Fox Zero* isn't a prequel. Instead, this game is a complete reimaging of the *Star Fox* story. The characters and the storyline follow the same primary beats, but the gameplay within each of the areas is completely different. With new vehicles like the Gyrowing, and a new transformation for the Arwing fighter jet called a Walker, players will experience a whole new type of gameplay never before possible."

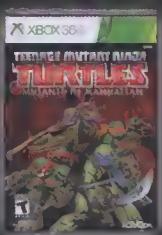
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Online Interactions Not Rated by the ESRB



PLAYSTATION VR

VIRTUAL REALITY SET TO INVADE YOUR PS4

BY EMMA SCHAEFER

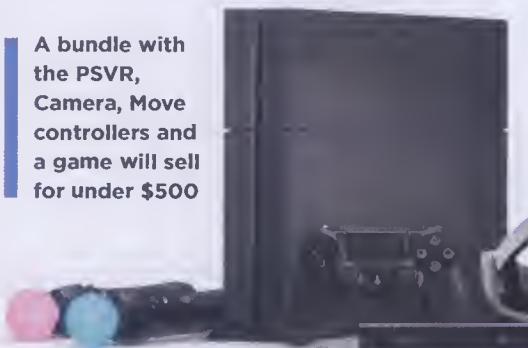
Sony's entry in the emerging virtual reality market, the PlayStation VR, launches this October. Priced at just under \$400, approximately the cost of a PlayStation 4 at launch, the PlayStation VR is the first virtual-reality headset to run off a gaming console instead of a high-end computer.

A new survey from GamesIndustry.biz found that 72 percent of PlayStation 4 and Xbox One players are interested in virtual reality systems, compared with 51 percent of PC gamers and 49 percent of all gamers.

The PlayStation VR is designed from the ground up to work with the PlayStation 4 — a requirement to running PlayStation VR — making it easy to plug in and play without worrying about system requirements. The launch version of the PlayStation VR comes with a headset, processor unit, stereo earbuds, HDMI cable, USB cable, power cords and connection adaptors. However, it does not come with the PlayStation Camera, a necessary component of the headset's motion tracking. Additionally, while some games work just fine with a DualShock 4 wireless controller, others require one or two PlayStation Move controllers.

A bundle with the PSVR, Camera, Move controllers and a game will sell for under \$500

The PlayStation VR is the first virtual-reality headset to run off a gaming console instead of a high-end computer.





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The many players who already own a PlayStation Camera and Move controllers likely will be grateful they don't have to re-purchase them with the VR system. For others, a special launch bundle with the PlayStation VR, Camera and Move controllers, along with the *PlayStation VR Worlds* game sold out quickly when pre-orders became available. Given its popularity, we are hoping to see other bundles down the road.

The PlayStation VR boasts a 5.7-inch screen, with 1920x1080 resolution. The screen has a refresh rate of 120 Hz, 90 Hz or 120 frames per second, and features 360-degree tracking and a 100-degree field of view. It's the lightest of the VR headsets released so far, weighing

approximately 610 grams (about 1.3 pounds), and has a small gap between the user's face and the visor to prevent motion sickness. The processor unit handles both 3D audio, which allows for precise sound-targeting in 3D space, and Cinematic Mode, which lets players view games, videos and photos on a virtual cinema screen of adjustable size.

Players have the option of sending both sound and visuals from Cinematic Mode to a nearby TV or other display, allowing other people in the room to follow what the user sees. With its plug-and-play accessibility and display sharing options, the PlayStation VR is shaping up to be the most social virtual-reality experience yet. ☀



VIRTUAL SMORGASBORD

Sony has more than 200 development teams — including Ubisoft, EA and DICE, Supermassive Games and the Sony London Studio — working on games for the PlayStation VR, and more than 50 games are expected to be available by the end of 2016. From day one, all users will be able to download Sony Japan Studio's *The Playroom VR* and its six multiplayer party games for free. Below are some of the confirmed titles we're most looking forward to.

- 100FT ROBOT GOLF
- ACE COMBAT 7
- ADRIFT
- ALLISON ROAD
- APOLLO 11 VR EXPERIENCE
- ARK: SURVIVAL EVOLVED
- BATTLEZONE
- CYBER DANGANRONPA
- EVE: VALKYRIE
- GRAN TURISMO SPORT
- HARMONIX MUSIC VR
- JURASSIC ENCOUNTER
- PARANORMAL ACTIVITY VR
- PROJECT CARS
- PSYCHONAUTS IN THE RHOMBUS OF RUIN
- QUBE
- REZ INFINITE
- STAR WARS BATTLEFRONT VR EXPERIENCE
- SUMMER LESSON
- TEKKEN 7
- THE MARS 2030 EXPERIENCE
- THE MODERN ZOMBIE TAXI CO.
- TRACKMANIA TURBO
- UNEARTHING MARS
- UNTIL DAWN: RUSH OF BLOOD
- WAR THUNDER
- WAYWARD SKY
- WORLD WAR TOONS
- XING: THE LAND BEYOND

COVER STORY



Whether it's the game you cut your FPS teeth on, or the one your protective — but lovely — parents forbade you from playing, *Doom* is video game royalty. Now, nearly a quarter of a century after the first title in the franchise was released, id Software and Bethesda Softworks have summoned a new origin for the epic series.

FACT FILE

PUBLISHER BETHESDA SOFTWORKS
DEVELOPER id SOFTWARE
PLATFORMS PS4, XBOX ONE, PC,
RELEASE DATE DS.13.16

THE RETURN OF THE KING (OF SHOOTERS)

BY MATT BUCHHOLTZ



PRE-ORDER

COVER STORY

"For the team here at id, we always want to make something great and that we love to play," said Marty Stratton, the game's executive producer. "It's a dream job to work on a game like *Doom*, so that even further elevates the enjoyment and focus. We're also making a *Doom* that we feel longtime fans want to play. We're loading it with attitude and style and fun and the type of personality that made gamers fans of *Doom* in the first place."

Originally announced in 2008 under the title *Doom 4*, the game went through many changes. The developers had to find a way to balance the history of the series with the needs of modern-day gamers. In a feat of love and respect, id Software's developers worked tirelessly to find the soul of the new *Doom* iteration.

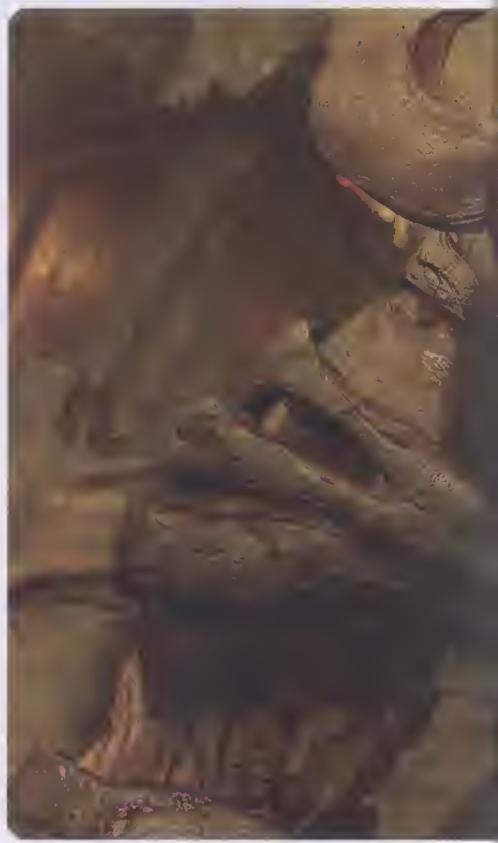
"As we approach features and functionality like weapon upgrades, progression, melee, etc. — all important elements of a current-gen shooter — we start with how we can make it feel like *Doom*, the way everything else feels like *Doom*," Stratton said. "This is where it gets fun, as we end up in conversations that start with, 'Hey, can we rip a

zombie's arm off and beat him to death with it?' In *Doom*, you can."

Taking us back to the series' genesis, *Doom* starts off on the Union Aerospace Corporation on Mars. Unfortunately, instead of finding a space botanist on the red planet, the protagonist finds portals opened to the plains of Hades. From there, it's up to the player to do what space marines do best: take care of business. To help you in sealing the portals are *Doom*'s weapons, killing tools so renowned that they're basically characters themselves.

The Super Shotgun, the Chainsaw, and the BFG9000 are just some of the returning darlings of the space marine's arsenal in *Doom*. Taking a note from modern gaming, each weapon features two modes of fire: the primary mode is familiar and trusted, whereas the modifier offers new ways to mow down the minions of the abyss.

"My favorite gun is still the Super Shotgun," said Stratton. "It's very classic and when you're fighting some of our larger enemies like a Baron with it — it feels like a heavyweight boxing match. Outside of that, my next favorite



"For the team here at id, we always want to make something great and that we love to play."

MARTY STRATTON, DOOM EXECUTIVE PRODUCER





is probably a weapon mod for the Combat Shotgun that shoots a mini explosive round in a bit of an arc."

Guns aren't players' only means of obliterating the infernal horde, though. Aggressively gruesome, Glory Kills are melee execution moves that run the creative gamut. The animations keep the game moving, and you'll also be rewarded with increased health and supply drops for performing these eviscerations.

"In *Doom*, if you want health, you either have to kill demons or find it in the environment," Stratton explained. "In either case, you're moving, searching and constantly pushing forward to gain one of the most fundamental needs in a first-person shooter: health."

As with the *Doom* games before it, the gameplay doesn't cater to the trend of regenerating health bars. Instead, *Doom* utilizes health packs to keep the action flowing.



"*Doom* is push-forward combat. If you stop, you're dead," Stratton said. "We wanted the game to be about moving fast, dodging projectiles and fighting lots of... demons. In that scenario, there's nothing particularly fun about hiding to let your health regenerate or even reloading your gun, for that matter."

With tons of enemies to fight, one can't talk about a *Doom* game without bringing up the most deadly of foes: other players. *Doom*'s multiplayer is one of its most famous features. Incredibly fast combat makes for intense fights. In some multiplayer options, players can pick up demon runes that will transform them into formidable beasts.

"We've got some really fun modes," Stratton said. "My favorite probably being something new for us called Warpath. It's a single-capture space that moves around the arena on a path. Did I mention movement is important in this game? It creates a great focus for combat, but also keeps the action from getting stale around a single point in the arena."

Overall, *Doom* appears to be a triumphant return of an iconic series. All aspects of the game have been sharpened and polished for today's audience, then slathered with the series' trademark gore. It's everything we could ask for, and we can't wait to unleash it this spring. ☀

LOOKING UP



While the original version of *Doom* didn't offer the ability to jump, the 2016 release doubled down on level verticality. The character climbs up ledges and double-jumps.

"Movement is king in *Doom*," Marty Stratton, the game's executive producer, said. "As we looked at ways to really expand the combat spaces, verticality became very important. This starts with an ability to grab ledges and quickly pull yourself up. If it looks like you can grab it, you probably can. Also, about one-third of the way through the game, we introduce a double-jump capability to the player."

"Playing *Doom* feels a bit like flowing through a skate park"

In the horrific ballet that is *Doom*, players will find themselves dancing through a scene with a double-jump to a high platform; firing buckshot at two demons then putting a Glory Kill on one for the additional health; running to intercept an incoming mob, cutting through it with a chainsaw; then, finally, dropping down and moving on to the next room.

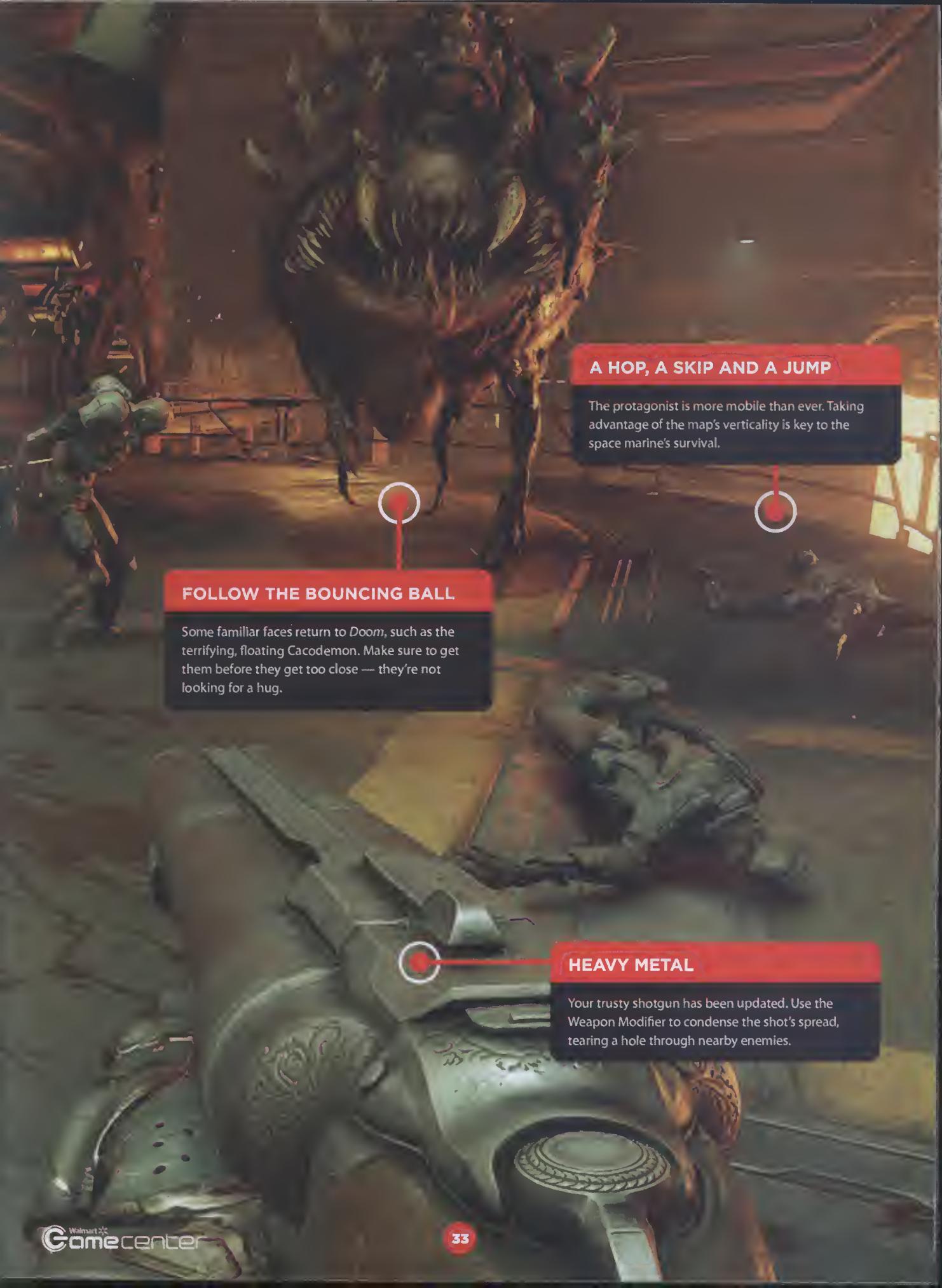
"Playing *Doom* feels a bit like flowing through a skate park" Stratton said. "This starts with layers of verticality in the combat spaces."

COVER STORY

DOOM

HIT 'EM TILL THEY GLOW

Damage an enemy enough without killing it, and it will begin to glow. This means you're all lined up for a gruesome yet satisfying Glory Kill.



FOLLOW THE BOUNCING BALL

Some familiar faces return to *Doom*, such as the terrifying, floating Cacodemon. Make sure to get them before they get too close — they're not looking for a hug.

A HOP, A SKIP AND A JUMP

The protagonist is more mobile than ever. Taking advantage of the map's verticality is key to the space marine's survival.

HEAVY METAL

Your trusty shotgun has been updated. Use the Weapon Modifier to condense the shot's spread, tearing a hole through nearby enemies.

PREVIEW



HOMEFRONT: THE REVOLUTION

WAR COMES HOME

BY RAY CARSILLO

The original *Homefront* introduced us to the concept of a foreign power taking over the United States, and the players are charged with repelling the occupying force. *Homefront: The Revolution* continues this tale by following new freedom fighters who are trying to bring peace back to our streets in 2029, two years after the events of the original game.

While the West Coast, Alaska and Hawaii again enjoy many liberties they took for granted, thanks to the efforts of the original game's characters, much of the country still

finds itself under the iron fist of the Greater Korean Republic. Losing the western U.S. has prompted the GKR to hunker down in the East, setting up its primary base of operations in Philadelphia and enacting stricter laws to oppress the American people. Checkpoints are setup on nearly every street as Korean People's Army APCs roll by, flanked by dozens of marching soldiers, and the citizens of Philadelphia relegated to living in ghettos.

One of those living in the ghetto is Ethan "Birdy" Brady, the youngest member of the resistance force in Philadelphia. When players

step into his shoes, they will use his knowledge of the city to come up with ingenious ways to use the resistance's limited resources to its fullest advantage, and to bring the fight against the KPA.

Moving away from the linearity of the first *Homefront*, Ethan can move through a fully open-world Philadelphia, which has been divided into three zones — Red, Yellow and Green — each with a distinct style. The Red Zone covers the bombed-out ruins on the city's fringe from the KPA's first invasion. The Yellow is the ghetto where Americans still



PRE-ORDER



"Ethan can move through a fully open-world Philadelphia."

FACT FILE

PUBLISHER DEEP SILVER
DEVELOPER DAMBUSTER STUDIOS
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 05.17.16

reside with minimal resources. In the Green Zone, the GKR set up its main base around the last of the city's working infrastructure, are at their strongest.

Moving swiftly between zones and using everything you can to your advantage — from RC car bombs to stolen weapons to perform guerilla-style tactics and pull off hit-and-run attacks on the KPA — will be crucial to taking back Philadelphia. This newfound freedom of choice for players could make *Homefront: The Revolution* one of the more special first-person shooters of 2016. **G**

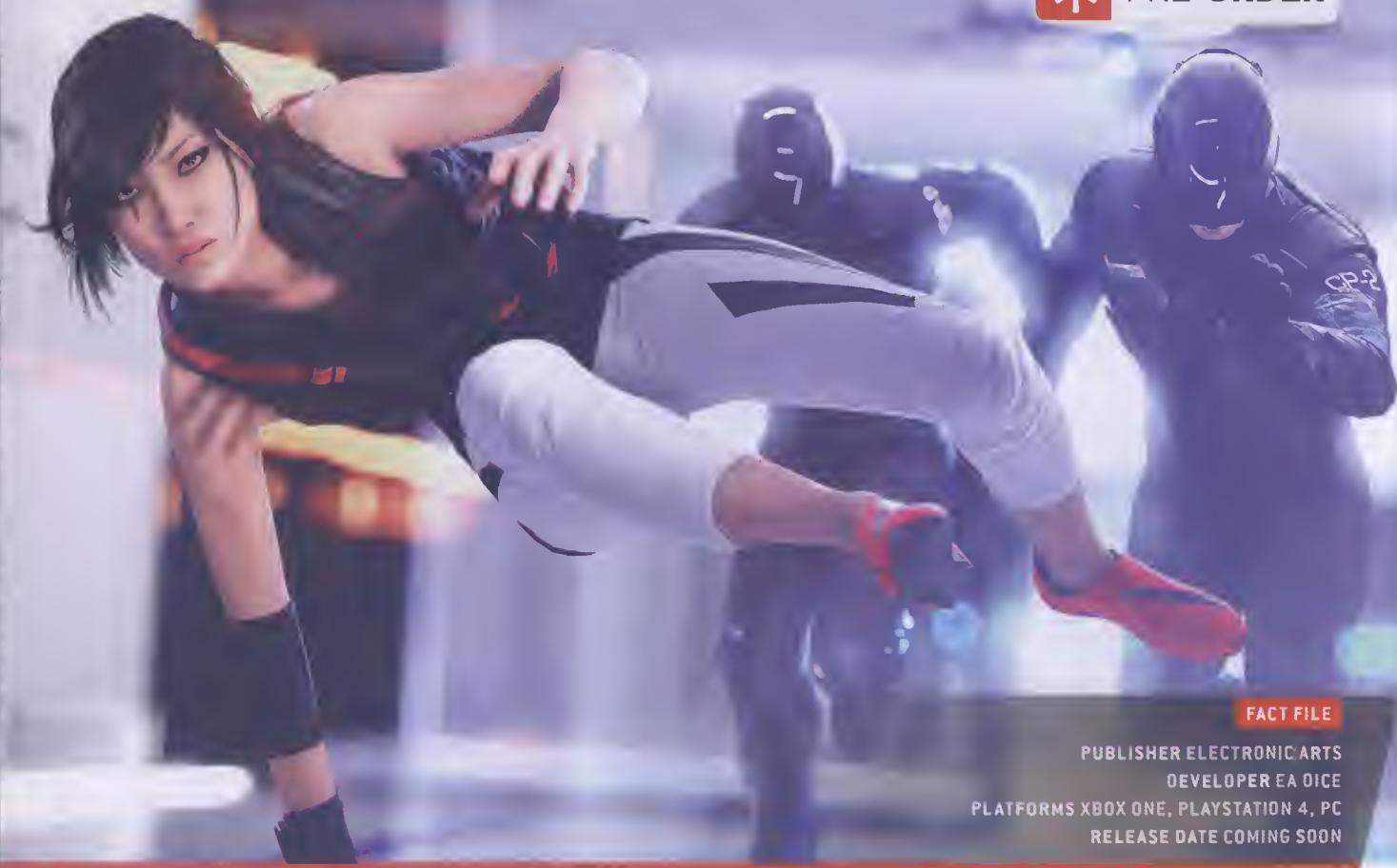


GET DOWN WITH THE RESISTANCE

While *Homefront: The Revolution*'s campaign might turn you into a one-man wrecking crew, the new Resistance Mode will put you on the front lines with your friends. This four-player co-op mode will feature a dozen different missions at launch, with nearly two dozen more coming to push your guerilla tactics to the limit.

As you start the mode, you'll customize your character, even choosing their occupation before Korea's invasion, which provides various boosts to your character. A former pro athlete will have a higher melee stat, while a computer programmer will be better at hacking. Once you set up your character and choose a mission, you'll encounter different and evolving objectives, and Resistance Mode's enemy AI will adapt to how you approach each situation. Only if you and your friends come together as a true team will you emerge victorious and start the expulsion of the KPA from Philadelphia.





FACT FILE

PUBLISHER ELECTRONIC ARTS

DEVELOPER EA DICE

PLATFORMS XBOX ONE, PLAYSTATION 4, PC

RELEASE DATE COMING SOON

MIRROR'S EDGE CATALYST

A LEAP OF FAITH

BY EMMA SCHAEFER

A conglomerate of corporations rules over the sleek and modern city of Glass. Propaganda and advertisements promote the rule of corporations, while the private security forces of KrugerSec control the population by force. However, one group lives on the fringes of society: the Runners. Trained in parkour, Runners leap, jump and climb through the city to deliver illegal or private documents while avoiding the eye of the city's regime.

Step into the shoes of Faith Conner, a skilled Runner who lost her family in early protests against the corporate takeover. *Mirror's Edge Catalyst* is not quite a reboot or a prequel of

the original *Mirror's Edge*, but more of a rebirth, touching on Faith's early history with the underground band of Runners.

This time around, the city of Glass is open world. Instead of linear levels, all of Glass lays open for Faith to explore. Players can zipline between the highest skyscrapers or crawl through the dark maintenance tunnels, making use of new gear and parkour tricks to move seamlessly across the city. Color-coded Runner Vision helps players pick out paths to their destination by highlighting in bright colors walls, pipes, windows and other handholds that stand out against the pristine white of the city. Of course, these paths are only a sug-

Catalyst is not quite a reboot or a prequel of the original *Mirror's Edge*, but more of a rebirth.



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GEARING UP

The Conglomerate may rule the city, but it doesn't control all the tech, and Faith has a few new gadgets up her sleeve to help her survive in the sprawling metropolis of Glass. Is a highway too wide to clear with a normal jump? Just pull out Faith's Manifold Attachment Gear Rope, or MAG Rope, and shoot out a cable to swing across. The MAG Rope serves as an extension of Faith herself,

Faith has a few new gadgets up her sleeve

boosting her acceleration, movement and navigational abilities. It can be upgraded with the VD Torsional Motor, which lets Faith to retract the cable and pull herself up to higher areas, and the Grappling Tip, which grabs and pulls out panels to create new jumping-off or landing points. The Disruptor glove also draws from the MAG Rope's power source, enabling it to interfere with KrugerSec technology. Use it to throw enemies off track or destroy enemy AI completely.



gestion and can be turned off; Faith can climb anywhere as she slips across the city.

Faith's Delivery Missions take her through secured areas, where she must fight or avoid guards to take her contraband material to its destination. Combat's been cleaned up and slimmed down from the original game. Guns have been removed entirely, replaced with fluid movement and momentum-based attacks. Slam a foe with a full body Heavy Traversal Attack to throw enemies into wall, or flow through your enemies with a Light Traversal Attack that keeps up your speed. Faith gains Focus while running, and with enough speed

and Focus, she can evade bullets entirely.

In addition to the main story and Delivery missions, Faith has the Billboard Hack ability, which allows her to climb to the highest parts of the city and replace the government's propaganda with her own personal Runner Tag. This digital graffiti can synchronize across multiple players' games, with marks you leave in your world affecting your friends' worlds. Finally, Dash missions are a test of pure swiftness and focus, requiring all of Faith's talents to swoop through Glass as quickly as possible for the most concentrated experience of speed and skill. 

Combat's been cleaned up and slimmed down from the original game.

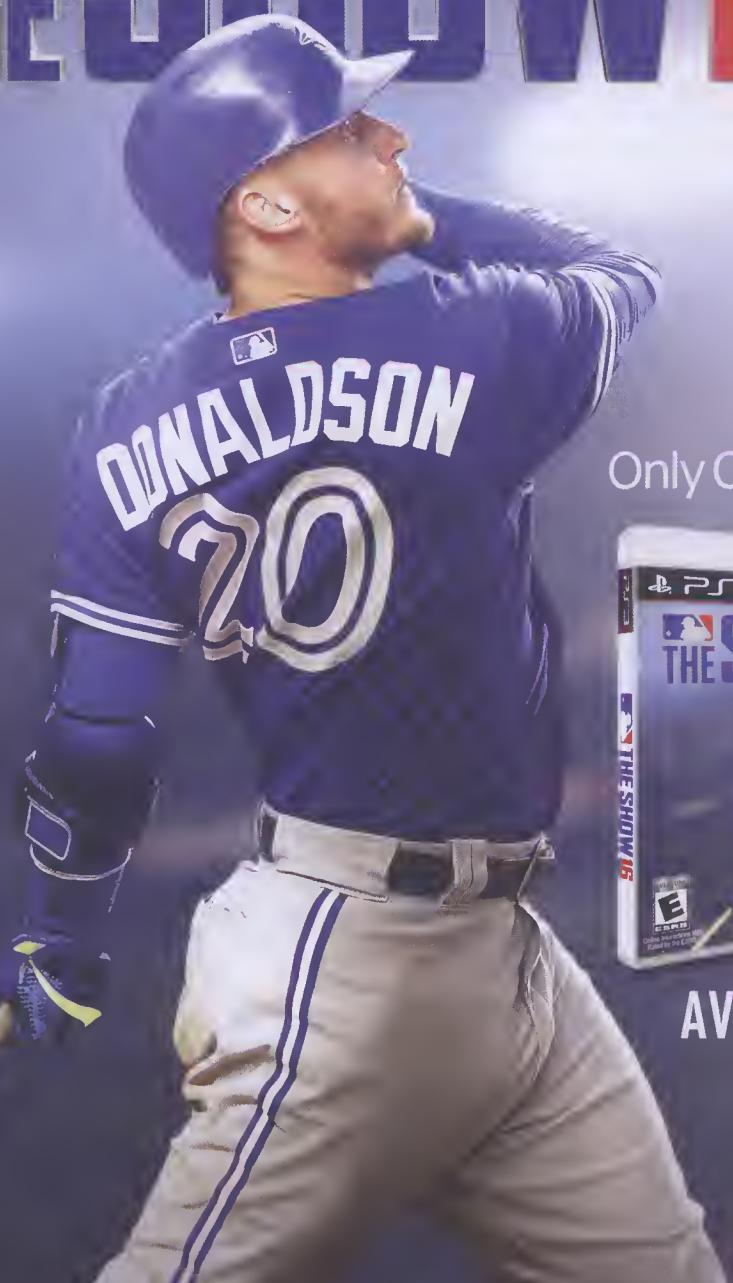


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PREVIEW

Imagine a video game that offers you a universe of possibilities — not a just a district or a city; not just a single world; an entire universe. A universe filled with planets for you to explore, each with unique flora and fauna to discover. The planets vary in size, just as they do in our own solar system, so in real time, you would need weeks to run around the circumference of just one. And how many of these planets are there, you ask? Oh, just 18 quintillion.

You can pick up your jaw now.

Announced in December 2013, *No Man's Sky* is finally coming to PlayStation 4 and PCs in June. In adventures across space, players attempt to survive extreme planet conditions, and attacks from cosmic pirates and predatory aliens as they make their way toward the center of the universe.



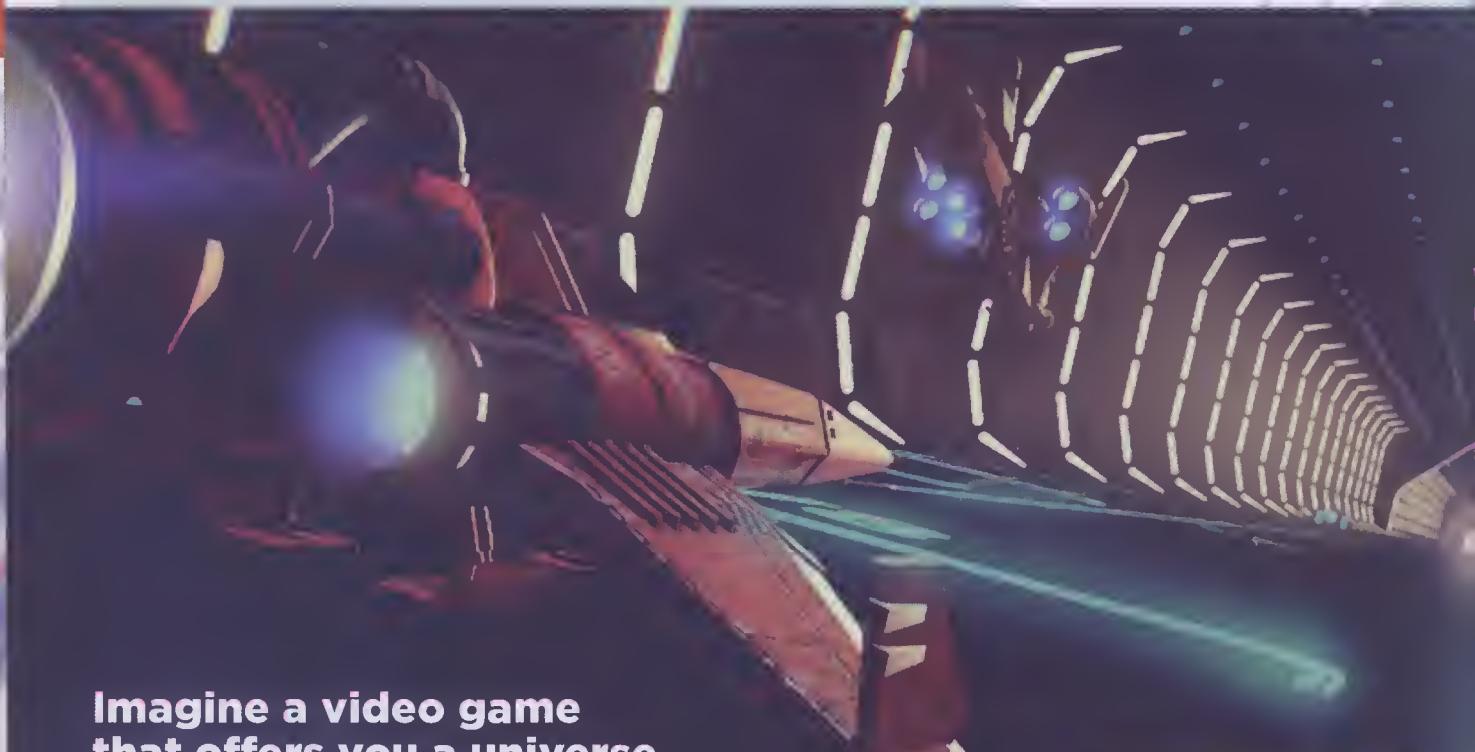
NO MAN'S SKY

THE GREAT BEYOND

FACT FILE

PUBLISHER HELLO GAMES
DEVELOPER HELLO GAMES
PLATFORMS PS4, PC
RELEASE DATE 06.21.2016

BY MATT BUCHHOLTZ



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MARVEL LEGO Video Games

TGAMES

WB

PREVIEW



**"Gamers can play
No Man's Sky
however they wish."**

Even more fascinating than the premise is that gamers can play *No Man's Sky* however they wish. Developer Hello Games worked diligently to make the game as nonlinear as possible, choosing to focus the game around three tenets: explore, fight and trade. Your goal might be to find as many species of bipedal creatures as you can or to obtain the fastest ship in the galaxy — there's no "right" way to play.

To tie everything together, designers put a complete crafting system in the game, allowing players to customize their gear, weapons and ship. Using a periodic table of elements designed specifically for the *No Man's Sky* universe, players can mine and scavenge the minerals they need to build a hyper-drive. G



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REVIEW

UNCENSORED EVALUATIONS FROM THE GAMECENTER EXPERTS



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TOM CLANCY'S

THE DIVISION

A CITY DIVIDED AS TROUBLE MULTIPLIES

BY MOLLIE L PATTERSON

After a deadly strain of smallpox is spread via U.S. currency during the chaos of Black Friday, all social stability breaks down in New York City. The only ones who can help the Big Apple return to its former glory are the members of the Division, an elite group of agents that give name to Ubisoft's new online-focused, open-world adventure *Tom Clancy's The Division*.

At first, the action feels a little off, as the game features more RPG elements, such as weapon stats and hit points, at play here than in most third-person shooters. However, once you're past the initial adjustment period, you'll find a deep, satisfying level of fun as you're forced to approach encounters with more caution and strategy than usual. Using cover to your advantage will be an important element to success, as will picking the right combination of skills and stat-boosters from *The Divi-*

sion's three tech trees. How you play and what you can offer becomes especially important when you team up with friends (or strangers) to take on the streets of Manhattan or the instanced missions that wait there.

Even when you are going it alone, you'll find plenty of things to see and do, such as story-focused quests, dynamic events and assisting survivors. If you grow tired of fighting AI opponents, however, you can turn to the Dark Zone. Here, teams try to recover the highly prized loot that's scattered around the area, items that are useless until they're helicoptered out to be decontaminated. When you come across another team, you can work together to make sure each person gets their loot out safely. Or, players can go rogue and steal items from others, turning friendly cooperation into an all-out battle of greed.

While loot isn't the only thing to keep play-

ers interested in *The Division*, it certainly will be an important part of your adventure. Players can find a wide variety of weaponry and upgrades, along with an assortment of defensive equipment, and even vanity clothing that's more about style than substance. Although *The Division's* character creator is sadly lacking in terms of options, once your personal Division agent gets into the game, there are countless ways to customize the character to your liking.

Tom Clancy's The Division suffers a few other hiccups we hope are addressed in the near future, such as game difficulty that isn't balanced well when teammate levels are too different. Still, from its engrossing start through its challenging end-game battles, this is a fantastic new twist on the *Tom Clancy* series, and proof that Ubisoft is now a major player in the online cooperative multiplayer genre. ☐

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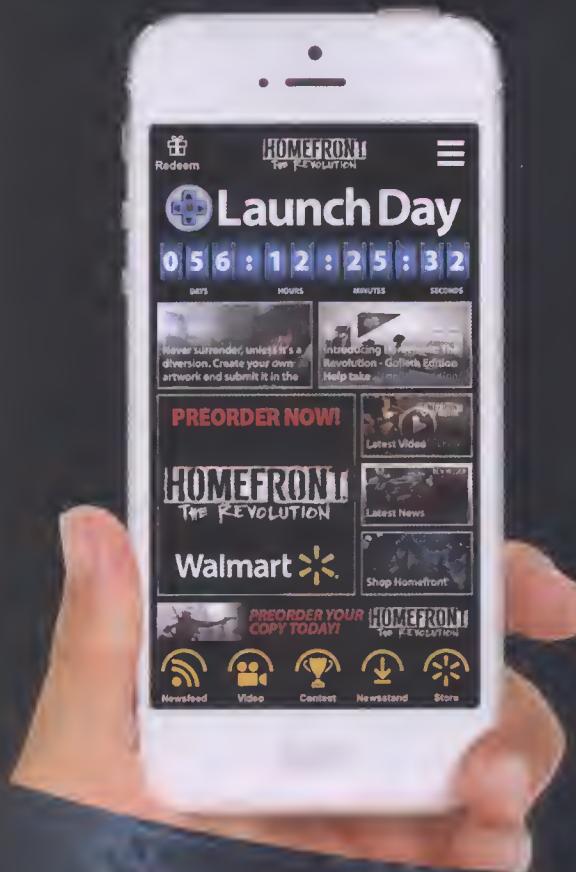
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HYRULE WARRIORS LEGENDS

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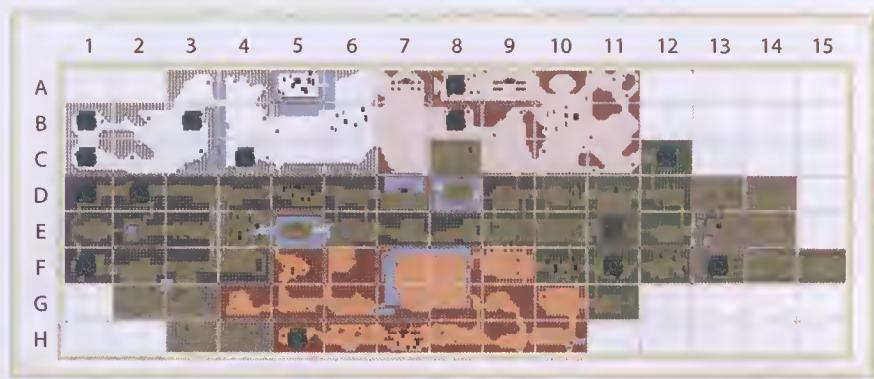
ADVENTURE MODE

Adventure Mode makes up the meat of the Hyrule Warriors experience with a whopping 500+ Scenarios to play through. There are a ton of unlockables including Heart Containers, Weapons, new Warriors, and even new Adventure Mode maps.

We have a breakdown of each scenario, what unlockables you'll find, and how to obtain them. Get the Hyrule Warriors Legends Adventure Mode Guide to get the most out of your time with this game mode.

TWILIGHT MAP

This map has a few tricks up its sleeve that make it unique compared to the other Adventure Mode maps. Twilight areas litter the map and not only add Twilight Rules in the same way the Great Sea Map has Great Sea Rules, but they also hinder you while actually in the level itself. Portals are scattered about on the map, which allow you to teleport from square to square and make exploration a bit different than in other maps. You won't have to deal with anything crazy like the Master Quest Rules being on every level, or the time limit in the Termina Map, but what's there will definitely keep you on your toes.



Item Cards

Compass



Use this while on the Search screen to identify where an Item Card can be used.

Jar



Use this on switches to reveal hidden staircases.

Spinner



Use this on cog-shaped holes to reveal hidden staircases.

Ooccoo



Use this on a green portal to warp to another location.

Lantern



Use this on torches to reveal hidden enemies

Fishing Rod



Use this to catch fish in bodies of water.

Water Bombs



Use this on submerged rocks to destroy them.

Tears of Light



Use these to clear away areas covered in Twilight.

Bombs



Use this on boulders to reveal hidden staircases.

Clawshot



Use this to pull yourself to a distant object.

Digging Mitts



Use these on soft earth to uncover hidden staircases.





Twilight Challenges

The Twilight Map doesn't have any particularly devastating challenges, but it does throw a few things your way that you should know about. Read on to learn about them.

Twilight Areas



You can see the odd, square-peppered Twilight areas scattered all over the map. Any square that has a Twilight area also comes with a Twilight Rule. The rules aren't anything you haven't experienced before

and they are easily removed, just like in the Great Sea Map. If you don't remove them, you can expect not only to have to deal with the Twilight Rule, but all enemy movements and units disappear from the map during the actual battle. We highly suggest you remove the Twilight areas whenever you have the chance and the way to do that is to use a Tears of Light Item Card on the Search Screen.

Twilight Portals



These start out as red until the stage has been cleared. Then green portals litter the Twilight Map and they can be used to hop around the map and explore in a different fashion than you've experienced up to

this point. To use a portal, you must first complete the stage it is on, then use an Ooccoo Item Card on the portal in the Search Screen. Each portal is directly linked to another portal on the map. You can see which portals are connected to each other by looking up the square they are on in this guide.

A-3

Adventure Battle:

Use a Magic Circle to defeat the enemy forces!

Unlockables

Food: Fish

Zant – Heart Container (Treasure)

Search Item

Spinner: Zant's Scimitars of Twilight + (A-Rank)

A-Rank

KOs – 1,200 enemies or more

TIME – 15 minutes or less

DAMAGE – 10,000 damage or less

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OWL STATUE



TREASURE CHEST

Victory Conditions

Defeat Zelda

Defeat Conditions

Ghirahim flees or the Allied Base falls

Defeat the enemy Captains to halt enemy forces

You must defeat the Captains marked on your map to open the gates of the Enemy Base Keep, but that's not all. Your Allied Commander must be escorted to an enemy Keep not far from their starting location, then that Keep must be captured. Defeat every enemy with a health bar above its head to keep your Commander moving toward the Keep. Once inside the Keep, capture it and the Commander creates a Magic Circle for you. If you use that Magic Circle, it clears out hundreds of enemies and a large swath of powerful enemy Captains in one fell swoop. Defeat the remaining marked Captains after using the Magic Circle and the gates to the Enemy Base Keep will be open to you.



ADVENTURE MODE GUIDE



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Combat

Takkar has various weapons at his disposal, allowing him to kill enemies in a variety of ways. Every single weapon has the ability to be used as a ranged weapon.

FIRE

With the help of Animal Fat or a nearby fire, any weapon can also be used to carry a flame. To light a weapon on fire, hold **L1/LB** and choose the weapon with the **Left Stick**, and then press **Square/X** to ignite the weapon. This action removes a piece of Animal Fat from your inventory.



A lit weapon is extremely useful for scaring off predators, setting diversion fires, and staying warm in the cold north. When lit, however, your weapon loses durability until it eventually breaks. Try not to bring a mostly burnt weapon into battle as it will likely break after a few strikes.

DOUSING YOUR FLAME

Entering water or walking underneath a waterfall will put out your fire.

TAKEDOWNS

Takedowns are the best method for close quarters combat; they require no ammo and instantly kill any enemy. If an enemy is unaware of your presence, stay crouched and sneak up behind them to perform a takedown with **R3**. When upgraded in the Skill Tree, Takedowns allow you to take out chains of enemies, including the Elite Chieftains.



SELECTING YOUR WEAPON

Select your Weapon by holding **L1**/

LB. This opens the weapon wheel, allowing you to choose which weapon and throwable item you want to have equipped for combat.



To toggle between different item types like clubs or bows, highlight the item with the **Left Stick** and then use **D-Pad Left/Right** to switch between available options. You can quickly swap to your previously used weapon by pressing **Triangle/Y**.

WEAPONS

As you progress you unlock different weapons to help you survive in Oros. These weapons can each be upgraded to increase their durability and damage outputs. For full details and stats on each weapon, visit the Gear section.



Each melee weapon has three attack types, ranged, standard, and a heavy attack:

- ▶ **RANGED:** To throw your weapon, press **L2/LT** to lift it above your head for aiming, then press **R2/RT** to throw your weapon. The spear is by far the best thrown weapon in the game, gaining a damage bonus when thrown.
- ▶ **STANDARD:** The standard attack is a quick swipe or jab performed by quickly pressing **R2/RT**. This is your best attack when facing multiple enemies.
- ▶ **HEAVY:** Heavy attacks are performed by holding **R2/RT**. These attacks are meant to stagger and stun your enemy. This allows you to stop an enemy while they load up an attack, making it a great option when taking on Elite enemies.





All weapons grant bonus damage when attacking the heads of enemies. The only exception to this is the Elite Chieftain. The Elite Chieftain wears a thick mask, making attacks to vulnerable parts of the body much more effective.

CLUB

The Club is cheap and great for fighting multiple weak enemies. Since the club has a low cost, its best used when trying to carry fire from one place to another or to stay warm in cold areas.

TWO-HANDED CLUB



The Two-Handed Club is the big brother to the standard club. This club is slower but compensates by dealing a greater amount of damage. It is good for fighting Elite Enemies.

BOW



The Bow is a balanced and versatile long range weapon with great accuracy. When upgraded it gains a decent rate of fire bonus, allowing you to quickly put arrows into a charging target.



Make sure you have a good supply of spears. You can never go wrong with big sticks.

— Vincent Pontbriand, Senior Producer

LONG BOW

The Long Bow is slow to draw, but provides increased damage and aim zoom for unmatched long range precision.



DOUBLE BOW

The Double Bow offers fast performance and fires two arrows at once.

SPEAR

The Spear is a strong weapon, allowing you to easily get one hit melee kills when you land accurate shots to an enemy's head. The real benefit of the spear is found when you throw it. A thrown spear deals more damage than a melee strike. Using spears to eliminate an enemy from a distance can make the difference between life and death when facing certain foes.



WASTE NOT, WANT NOT

Once an enemy is dead be sure to go collect your spears protruding from their body.

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1 on 1
with

PARTING SHOTS

PETER ROSAS

ASSOCIATE PRODUCER, STREET FIGHTER V



VITAL SIGNS

OCCUPATION
ASSOCIATE PRODUCER, PROFESSIONAL GAMER

GAME HIGHLIGHTS

STREET FIGHTER V, ULTRA STREET FIGHTER IV

50

Peter Rosas is best known to many as fighting game champion The ComboFiend. But after years of taking the fight to other players, he's fighting to make sure players get the most balanced game Capcom can produce. His insights helped titles such as *Street Fighter IV* post-release, but we sat down and talked with Peter about *Street Fighter V*, which he worked on from the ground up.

WGC: Coming off of eight years of *Street Fighter IV*, what did you guys want to do differently with *Street Fighter V*?

PR: The game to us is all about accessibility. With *Street Fighter IV*'s later years, towards the end of its life cycle, the game was pretty complicated and not all that intuitive. So what we wanted to do was make sure that with *SFV*, for anyone that picks up the game, the second they pick it up, they're able to access all the cooler aspects of their character and the deeper mechanics of the title instantly. And then on top of that, we wanted to make sure that everything that was represented visually made sense so that it all felt intuitive.

WGC: So for the competitive player or the professional player out there, what can they expect from *Street Fighter V*?

PR: With *Street Fighter IV*, there really wasn't an emphasis on mind games. Players accepted the flow of the game and, in that title, it was basically you get a knockdown and then pray that you block right because the game is over otherwise. With *SFV*, the way that we've designed it is that there's constant interaction with the opponent and less that the game plays itself or that you have to fear a knockdown. What you have to fear is playing the game of rock-paper-scissors incorrectly against your opponent. And if you do, that's more a testament to the other player's ability to outplay you.

WGC: Fighting game rosters are always a sticking point with fans. How did you decide on what characters to include on the roster for *Street Fighter V*?

PR: So, the way we looked at it was what characters were must haves. So Ryu, Ken, Chun-Li, M. Bison and a few others, right? A few others that are core to Street Fighter. A lot of fans have related to those characters, or do relate to those characters, so they're must haves.

Then we looked at characters that are really popular, but that haven't been present for a while, like Karin or R. Mika. Those are charac-

ters that the fans have asked us about for the past 10 years or so or longer. They just really wanted to see those characters in action and it was our pleasure to bring them back.

And then we looked at characters that we internally thought were cool that no one had been asking about, like Birdie, and that we had a really cool design for. So we really wanted to look at whom we could redesign and maybe change the opinion on.

And then lastly, for the new characters we introduced, we looked at what fighting styles hadn't been represented in Street Fighter before. So with Laura you have Brazilian Jiu-Jitsu, with Rashid you have parkour. We also looked at what countries haven't been represented before and the Middle East never had really strong representation before so, again, that's why we picked Rashid.

"Street Fighter V has a lot more coming. We're changing our model with this game."

WGC: We saw a lot of changes happen to *Street Fighter IV* over its lifespan. Where do you see *Street Fighter V* going in the future?

PR: *Street Fighter V* has a lot more coming. We're changing our model with this game. We're looking at it more as a service than just a Day 1 title. We have more content and characters coming out. We have story mode releasing in the future. Maybe more modes coming in the future. We're looking at it having life well beyond its initial release. In addition to that, we're also using it on the Capcom Pro Tour.

WGC: So if The ComboFiend were a DLC character for *Street Fighter V*, what would his V-Skill be?

PR: His V-Skill would be to parry all the nonsense that is thrown his way. [Laughs]

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